Official Documentation of Athena's Shield

1: Static Verification of Mods (First Check):
Begin by adding a random file of any extension to the mods folder to
verify that the initial mod verification process works in a static
manner. Add the file, then open the launcher.

2: Dynamic Verification of Mods (First Check):
Test by adding a random file of any extension to the mods folder while
the launcher is open. This verifies that the initial dynamic mod
verification process is functioning correctly.

3: First-Time Launch without Mods:
Launch the game without any files in the mods folder to ensure proper
setup and to verify that JAVA is installed correctly, without causing any
issues.

4: Static Mod Count Verification:
After launching the game, exit the game client, close the launcher, and
add a random file with any extension to the mods folder. This step checks
if Athena's Shield statically verifies the number of mods, preventing the
game from launching if there are inconsistencies.

5: Dynamic Mod Count Verification:
After launching the game, exit the game client, close the launcher, and
add a random file with any extension to the mods folder while the
launcher is open. This step checks if Athena's Shield dynamically
verifies the mod count, preventing the game from launching in real time
if an inconsistency is detected.

6: Static Hash Verification (Unique Identifier):
Remove a mod from the mods folder and replace it with a .jar file with
the same name as the removed mod. This ensures that Athena's Shield
statically verifies that all mods match the expected distribution and
checks for a correct hash.

7: Dynamic Hash Verification (Unique Identifier):
Remove a mod from the mods folder and replace it with a .jar file with
the same name as the removed mod while the launcher is open. This tests
if Athena's Shield dynamically verifies that each mod in the folder
matches the expected distribution and confirms the correct hash in real
time.